

Full trick name convention

From UPSB

https://web.archive.org/web/20090505014640/http://www.upsb.info/wiki/index.php/Full_trick_name_convention

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There have been differences in the naming and writing of tricks. Notably, differences in the placement of trick rotation direction and the # of spins during a trick.

To further ease the process of writing and reading trick names, the [Naming Committee](#) standardized the process as follows:

(Modifier) (Trick Name) (Direction) (number of spins) (starting position)-(ending position)

Explanations

- **Modifier:** the modifier adds additional aspects to the base trick. [Fingerless](#) and [Inverse](#) are two examples of a modifier. The modifier is an optional addition depending on the trick performed.
- **Trick Name:** this is the base trick. An example would be "Thumbaround." Trick Name must be included.
- **Direction:** this is the direction of rotation of the pen during a trick. Direction may be omitted. If omitted, it is assumed to be "Normal".
- **number of spins:** this is the total amount of rotations the pen performs throughout the entire trick. Number of spins may be omitted. If omitted, it is assumed to be the default amount for the individual trick stated. Different tricks have different default spin amounts.
- **starting position:** this is the [finger slot](#), or other position on the hand/body, of the pen when the trick starts. Starting position may be omitted. If omitted, it is assumed to be the default position for the individual trick. Different tricks have different default starting positions.
- **ending position:** this is the [finger slot](#), or other position on the hand/body, of the pen when the trick ends. Ending position may be omitted. If omitted, it is assumed to be the default position for the individual trick. Different tricks have different default ending positions.

Examples

- Inverse Shadow Normal 2.0 23-12
- ThumbAround Normal 1.0 T1-T1
- Pass Normal 0.5 23-12

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Trick Naming Convention

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sketching

2,110

Oct 20, 2006 #1



There have been differences in the naming and writing of tricks. Notably, differences in the placement of trick rotation direction and the # of spins during a trick.

To further ease the process of writing and reading trick names, the Naming Committee has standardized the process as follows:

(Modifier) (Trick Name) (Direction) (number of spins) (starting position)-(ending position)

Example:

Inverse Shadow Normal 2.0 23-12

`#BLOCK^_ ^DATA##BLOCKv_vDATA#`

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yxTay

487

Oct 20, 2006 #2



sketching @ Oct 20 2006, 08:08 AM wrote:

Example:

Inverse Shadow Normal 2.0 23-12

Eh... No. According to the recently released article by the Naming Committee regarding the Sonic/Shadow definitions, the Sonic is restricted to only one rotation. So the notation for the number of spin does not apply for the Sonic.

yxTay @ PSConclave

'In the beginning, there was man. And for a time, it was good.' - The Instructor, The Animatrix.

#BLOCK^_ ^DATA#(213):(0010):(Quota):(Quota);(172):(0010):(swisspinner):(swisspinner);#BLOCKv_vDATA#

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sketching

2,110

Oct 20, 2006 #3

Which is why it says Shadow, not Sonic.

If I were to notate Inverse Sonic from the same fingers, it would have to be:
Inverse Sonic Normal 1.0 23-21

#BLOCK^_ ^DATA##BLOCKv_vDATA#

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TayYH89

781

Oct 20, 2006 #4

Hmm... There is actually a more detailed "naming conventions" done by Phya in the vault.

I'll not be copy-pasting the whole post here, since it's supposed to be in the vault anyway. Though some of it may be a little outdated, it's a good material to refer from. Get somebody that can access the vault to post it in the NC forum. ;)

Edit: ^ heheh. It was Sonic before you edited it. No? B)

(\ /) This is Bunny.

(. .) Copy and paste Bunny into your signature

c()() to help him gain world domination.#BLOCK^_ ^DATA#(213):(0010):(Quota):(Quota);#BLOCKv_vDATA#

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sketching

2,110

🕒 Oct 20, 2006 #5



Nope, it still says Shadow in the text that yxTay quoted.

I'm just assuming that he quickly looked at it and thought it said Sonic. I had to re-read the post a few times to make sure it actually did say Shadow. :lol:

#BLOCK^_ ^DATA##BLOCKv_vDATA#

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Eriror

4,571

🕒 Oct 20, 2006 #6



So now, the Reverse modifier *is* before the trick name... Darn, I just got used to doing it after the trick name too. :(

Well, thanks for announcing it, anyways. Let's hope everyone makes use of it.

*Someday, when you don't want to wake up....
Someday, the dream will end.*

People believe what they want to be true, or fear to be true.

**UCPSB's 001
Pen-Spinning League's #1
Number 2 of the world**

Member of RMX -- エリロー

*Kam zegt:
"hey Eriror...you're a hard man to get a hold of"*

*Darkgiggs... Xx zegt:
"ok Ayatori will come crying in his mama's dress that's fucking ridiculous..."*
#BLOCK^_ ^DATA#(378):(0000):(Toasty%21):(BOOM_);#BLOCKv_vDATA#

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adam25

41

🕒 Oct 20, 2006 #7



So now, the Reverse modifier is before the trick name

Wouldn't "reverse" come under direction instead of modifier?

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TayYH89

💬 781

🕒 Oct 20, 2006 #8



Huh? Isn't the direction of spin still after the trick name?

(\ /) This is Bunny.
(. .) Copy and paste Bunny into your signature
c()() to help him gain world domination.#BLOCK^_ ^DATA#(213):(0010):(Quota):(Quota);#BLOCKv_vDATA#

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yxTay

💬 487

🕒 Oct 20, 2006 #9



🗨 sketching @ Oct 20 2006, 11:09 AM wrote:

Which is why it says Shadow, not Sonic.

If I were to notate Inverse Sonic from the same fingers, it would have to be:

Inverse Sonic Normal 1.0 23-21

Eh... Okay. I guess I had mistaken it. *opps*

🗨 Eriror @ Oct 20 2006, 03:06 PM wrote:

So now, the Reverse modifier *is* before the trick name... Darn, I just got used to doing it after the trick name too. :(

(Modifier) (Trick Name) **(Direction)** (number of spins) (starting position)-(ending position)

As mentioned by adam25, the Normal/Reverse is a notation for the direction, so it comes **after** the trick name.

yxTay @ PSConclave

'In the beginning, there was man. And for a time, it was good.' - The Instructor, The Animatrix.

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LMnet

💬 302

🕒 Oct 20, 2006 #10



What about tricks like fake reverse? That trick doesn't have normal variation

First Russian Pen Spinner

Example of my spinning: <http://www.youtube.com/watch?v=go2PcQQVLEY>

<http://penspinning.clan.su/> - RPSC, official Russian board!

#BLOCK^_ ^DATA##BLOCKv_vDATA#

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grsbmd

💬 504

🕒 Oct 20, 2006 #11



Fake reverse isn't exactly an official name. When (hopefully not if) we work out a notation for spin transfers, this would be a trick that gets a different name.

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Eriror

💬 4,571

🕒 Oct 20, 2006 #12



🗨️ yxTay @ Oct 20 2006, 11:48 AM wrote:

🗨️ sketching @ Oct 20 2006, 11:09 AM wrote:

Which is why it says Shadow, not Sonic.

If I were to notate Inverse Sonic from the same fingers, it would have to be:

Inverse Sonic Normal 1.0 23-21

[Click to expand...](#)

...Oops. I should have observed it better. Silly me.

*Someday, when you don't want to wake up....
Someday, the dream will end.*

People believe what they want to be true, or fear to be true.

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#BLOCK^_ ^DATA#(378):(0000):(Toasty%21):(BOOM_);#BLOCKv_vDATA#

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yxTay

💬 487

🗨️ Bobr @ Oct 20 2006, 06:55 PM wrote:

What about tricks like fake reverse? That trick doesn't have normal variation

Under current definitions, the Fake Reverse is the same as Tap Reverse 1.0, i.e. Full Tap Reverse. Therefore, the trick do have a normal variation.

In any case, the naming convention here is only a general one. It doesn't apply in the same manner to every trick, just most of them. There will certainly be exceptions.

yxTay @ PSConclave

'In the beginning, there was man. And for a time, it was good.' - The Instructor, The Animatrix.

#BLOCK^_ ^DATA#(213):(0010):(Quota):(Quota);(172):(0010):(swisspinner):(swisspinner);#BLOCKv_vDATA#

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